



"Hard work is God's way of reminding us nothing comes easy in this life — or the next."

Winford "Winnie" Alexander

SCRAPE
CODE

SEX	Male	AGE	48	HGHT	59	WGHT	190	EYES	Amber	HAIR	Gray
HANDEDNESS	Right Handed	RACE	White	RELIGION	Mormon						
OCCUPATION	Business Owner	PLACE OF ORIGIN	Kentucky, USA								

STR	11.06	Damage Modifier	0	LIFT	205	CARRY	48	DRAG	513
INT	16.68	Skill Learning Modifier	5	Accuracy Modifier	2				
WIS	9.28	Skill Learning Modifier	-1	Speed Modifier	3				
DEX	8.03	Accuracy/To Hit Modifier	-1	Speed Modifier	4				
CON	16.48	Hit Point Modifier	5						
LKS	10.83	Rep Modifier	0	Fame Modifier	0	Charisma Modifier	0		
CHA	12.08	Skill Learning Modifier	1	Rep Modifier	1	Max# Companions	5		

FAME	11	REP	50
LOCAL	AVERAGE REPUTATION		

# of Gunfights	0
11	-1
SPEED	ACCURACY
Speed Modifiers	Accuracy Modifiers

HIT POINTS			28
POINTS	LOCATION	DAYS TO HEAL	
Scars:			

WOUNDS

Cash On Hand/Valuables:
\$175.00
Pipe, tobacco
Smokes/makings

NOTES:
Juror Personality: Conventional

NOTABLE SKILLS
Accounting 33%
Animal Empathy 71%
Appraisal: Animals 61%
Driving 47%
Prospecting 88%
Agriculture 76%
Listening 68%
Riding 36%

THUMBNAIL DESCRIPTION:
Winford Alexander is a devout Mormon who originally headed West when rumors of gold strikes reached him. When his attempts at prospecting didn't work out, Alexander decided to try farming. When he failed to make a go of that, he tried his hand at trading and selling horses. Fortune finally smiled upon him when the Kinnard-Lowerey Stage Company began soliciting for swing stations along the Animas to serve the gold camps. Alexander's property was ideally situated to take advantage of this. Swing Station Alexander soon began operations and quickly swung into full gear. Business is good and future prospects are bright. Things are finally looking up for 'ol Winnie.

TALENTS	QUIRKS	FLAWS
Quick Thinking	Early Riser	Blind in One Eye

BUILDING POINTS:	WANTED?:	REWARD
------------------	----------	--------

HIT POINTS		22 ▶
POINTS	LOCATION	DAYS TO HEAL
WOUNDS		

Scars: right eye, neck

SCRAPE
CODE

SEX	Male	AGE	35	HGHT	63	WGHT	125	EYES	Green	HAIR	Brown
HANDEDNESS	Right Handed	RACE	White			RELIGION	Roman Catholic				
OCCUPATION	Apprentice			PLACE OF ORIGIN	Ireland						

STR	13.31	▶	Damage Modifier	+1	LIFT	225	CARRY	66	DRAG	563	
INT	8.60	▶	Skill Learning Modifier	-2	Accuracy Modifier	-1					
WIS	13.26	▶	Skill Learning Modifier	2	Speed Modifier	1					
DEX	10.78	▶	Accuracy/To Hit Modifier	0	Speed Modifier	2					
CON	11.07	▶	Hit Point Modifier	0							
LKS	7.99	▶	Rep Modifier	-3	Fame Modifier	-3	Charisma Modifier	-2			
CHA	6.13	▶	Skill Learning Modifier	-4	Rep Modifier	-4	Max# Companions	1			

FAME	1	REP	15
LITTLE KNOWN		LOW REPUTATION	

# of Gunfights	1
<div>5</div> <div>SPEED</div> <div>Speed Modifiers</div>	<div>-1</div> <div>ACCURACY</div> <div>Accuracy Modifiers</div>

Cash On Hand/Valuables:

\$0.75

Whiskey flask

Chewing tobacco

NOTES:	
Listening	71%
Juror Personality:	Analytical

Animal Herding: Horses	60%
Weather Sense	54%
Brewing: Spirits	47%
Brewing: Beer	48%
Cooking	73%
Hunting	69%
Gambling	56%
Listening	71%
Riding	76%

Tom Greeley got his nickname after being caught cheating at cards. Greeley is about as shiftless as they come, but for some reason has been hired as the Swing Station Alexander assistant manager. He has proved to be quite unreliable in this role. He seems to sneak out as much as possible to hang out with his buddy Dee Harcum, play cards, and brew his secret recipe of beer and whiskey at a still Harcum built for him way back behind the station barn and forge.

Not only has Greeley been brewing his own liquor, but he's been getting his makings by stealing sacks of grain that are supposed to be used to feed the station's horses. He and Harcum have been having a great time sampling the product and getting sloshed. Greeley and Harcum have been selling small bottles of the stuff to various clients who are sworn to secrecy.

He's been helping keep Harcum employed, in spite of the fact that the carpenter is inept and lazy. The two are kindred spirits when it comes to work.

TALENTS	
Hold Your Liquor	

QUIRKS
Yellow Belly
Addict: Alcohol
Lazy

[illegible]

BUILDING POINTS:		WANTED?:		REWARD	
-------------------------	--	-----------------	--	---------------	--

COMBAT SHEET



Tom "Five Aces" Greeley

SCRAPE CODE



of Gunfights 1

5 SPEED

Speed Modifiers

-1 ACCURACY

Accuracy Modifiers

STR	13.31	Damage Modifier	+1
INT	8.60		
WIS	13.26		
DEX	10.78	"To Hit" Modifier	0
CON	11.07		
LKS	7.99		
CHA	6.13		

HIT POINTS			22
POINTS	LOCATION	DAYS TO HEAL	

NOTES:

BRAWLING CHIPS				MAXIMUM BET per ROUND	
		TOTAL CHIPS			
Damage (Red)	26	+1 to Damage per Chip	6		
Agility (Blue)	19	+1 to Hit per Chip	5		
Endurance (White)	24	-2 to Damage per Chip	5		
HANDEDNESS				Right Handed	

Preferred Gun: Marlin Stonewall Derringer



TYPE

Derringer

SA

DRAW SPEED MODIFIER

0

RELOAD SPEED

20

AMMO TYPE

Cartridge

.41 Cal

d3+1

DAMAGE

OF SHOTS

1

of Shots 2nd Barrel

n/a

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	0	-2	-5	-10	-20	-50						
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

Secondary Gun:

TYPE

DRAW SPEED MODIFIER

RELOAD SPEED

AMMO TYPE

DAMAGE

OF SHOTS

of Shots 2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

*"I've lost all toleration fer
cruelty. I see it, I stop it. Plain
an' simple."*

SCRAPE
CODE

SEX	Male	AGE	32	HGHT	67	WGHT	175	EYES	Hazel	HAIR	Black
HANDEDNESS	Right Handed			RACE	Cherokee-White			RELIGION	Pentecostal		
OCCUPATION	Freight/Teamster					PLACE OF ORIGIN	Arkansas (CSA)				

STR	8.64	▶	Damage Modifier	-1	LIFT	173	CARRY	40	DRAG	433
INT	10.66	▶	Skill Learning Modifier	0	Accuracy Modifier	0				
WIS	11.52	▶	Skill Learning Modifier	0	Speed Modifier	2				
DEX	11.01	▶	Accuracy/To Hit Modifier	0	Speed Modifier	2				
CON	10.89	▶	Hit Point Modifier	0						
LKS	6.56	▶	Rep Modifier	-4	Fame Modifier	-4	Charisma Modifier	-2		
CHA	8.02	▶	Skill Learning Modifier	-2	Rep Modifier	-2	Max# Companions	2		

FAME 6

LITTLE KNOWN

REP	38
AVERAGE REPUTATION	

# of Gunfights	3
5	

1	
---	--

ACCURACY

Accuracy Modifiers

HIT POINTS		23 ▶
POINTS	LOCATION	DAYS TO HEAL
WOUNDS		
Scars:		

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							

Cash On Hand/Valuables:
\$20.00
Compass
Whiskey flask

NOTES:	
Juror Personality:	Contemplative

[illegible]

THUMBNAIL DESCRIPTION:

Since Zeb lost his family to Indian attack while he was out on a stage run, he's taken to hitting the bottle and is given to fits of rage. He won't tolerate a bully and is quick to fight anyone he sees "picking on folks."

He's a dead eye, and quick with a gun. He employs these skills as a shotgun driver on the Espanola-Silverton leg of the stage to Lazarus.

TALENTS	
Dead Eye	
Greased Lightning	

QUIRKS
Addict: Alcohol
Hothead

[illegible]

BUILDING POINTS:		WANTED?:		REWARD	
-------------------------	--	-----------------	--	---------------	--

COMBAT SHEET



Zebulon "Zeb" Rawlings

SCRAPE CODE



of Gunfights 3

5 SPEED

Speed Modifiers

1 ACCURACY

Accuracy Modifiers

STR	8.64	Damage Modifier	-1
INT	10.66		
WIS	11.52		
DEX	11.01	"To Hit" Modifier	0
CON	10.89		
LKS	6.56		
CHA	8.02		

HIT POINTS 23		
POINTS	LOCATION	DAYS TO HEAL

NOTES:

BRAWLING CHIPS			
		TOTAL CHIPS	MAXIMUM BET per ROUND
Damage (Red)	17	+1 to Damage per Chip	4
Agility (Blue)	21	+1 to Hit per Chip	5
Endurance (White)	22	-2 to Damage per Chip	5
HANDEDNESS Right Handed			

Preferred Gun: L.C. Smith Shotgun



TYPE Shotgun Breech

DRAW SPEED MODIFIER +5

RELOAD SPEED 25/30

AMMO TYPE Shell 12 Gauge

OF SHOTS 2

of Shots 2nd Barrel n/a

d4 (p.p.)

DAMAGE

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+4	+3	+3	+2	+1	0	-1	-2	-4	-6	-12
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-15	-20	-25	-50									

Secondary Gun: Colt SAA .44 (7.5" Barrel)



TYPE Revolver SA

DRAW SPEED MODIFIER +1

RELOAD SPEED 10

AMMO TYPE Cartridge .44 Cal

OF SHOTS 6

of Shots 2nd Barrel n/a

d5+1

DAMAGE

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-1	-2	-3	-4	-6	-8	-12	-16	-24
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-32	-40	-50										



*"Livin, dyin' — what
the hell's the difference?"*

SCRAPE
CODE

SEX	Male	AGE	45	HGHT	74	WGHT	200	EYES	Green	HAIR	Red
HANDEDNESS	Right Handed	RACE	White			RELIGION	agnostic				
OCCUPATION	Outlaw			PLACE OF ORIGIN	South Carolina, CSA						

STR	10.63	▶	Damage Modifier	0	LIFT	200	CARRY	45	DRAG	500	
INT	16.40	▶	Skill Learning Modifier	5	Accuracy Modifier	2					
WIS	16.09	▶	Skill Learning Modifier	5	Speed Modifier	0					
DEX	14.09	▶	Accuracy/To Hit Modifier	2	Speed Modifier	0					
CON	10.23	▶	Hit Point Modifier	0							
LKS	13.54	▶	Rep Modifier	1	Fame Modifier	2	Charisma Modifier	1			
CHA	17.15	▶	Skill Learning Modifier	6	Rep Modifier	6	Max# Companions	15			

FAME	26
MINOR CELEBRITY	

REP	-30
AVERAGE NOTORIETY	

# of Gunfights	4
----------------	---

0	
---	--

SPEED

6	
---	--

ACCURACY

Speed Modifiers

Speed Modifiers

Accuracy Modifiers

Accuracy Modifiers

HIT POINTS		24 ▶
POINTS	LOCATION	DAYS TO HEAL
WOUNDS		

Scars:

Cash On Hand/Valuables:	
\$0.75	
Cigar case, silver	
Smokes/makings	

NOTES:

alias "James R. Mullins"

Juror Personality:	Perspicacious
---------------------------	---------------

NOTABLE SKILLS

Escape Artist 39%

THUMBNAIL DESCRIPTION:

Tuttle knows that he's dying but that hasn't slowed him down. A few weeks ago he robbed a bank, killing a deputy in the process and rode like hell to escape the clutches of a posse. While on the lam, he stumbled across the remains of a dead lawyer and assumed the dead man's identity. Claiming the contents of the dead man's wallet, he found that he was in possession of a deed for a plot of land and a building in the boomtown of Muskeegie. Tuttle took the deed (as well as the dead man's other documents) and headed for the town to take assume the man's life.

Unfortunately, his health began to worsen on the journey. When he was kicked off the stage at a remote swing station for drawing blood in a simple argument, he found himself stranded.

He hopes that he can find someone to give him a ride, since he's too ill to walk.

TALENTS	
Dead Eye	
Endurance	

QUIRKS
Deathwish
Hothead
Dehorn

[illegible]

BUILDING POINTS:

WANTED?:	Murder & Bank Robbery	REWARD	\$500
-----------------	----------------------------------	---------------	--------------

COMBAT SHEET



Jason "Carolina" Tuttle

SCRAPE CODE



of Gunfights 4

0 SPEED

Speed Modifiers

6 ACCURACY

Accuracy Modifiers

STR	10.63	Damage Modifier	0
INT	16.40		
WIS	16.09		
DEX	14.09	"To Hit" Modifier	2
CON	10.23		
LKS	13.54		
CHA	17.15		

HIT POINTS			24
POINTS	LOCATION	DAYS TO HEAL	

NOTES:

BRAWLING CHIPS				MAXIMUM BET per ROUND	
		TOTAL CHIPS			
Damage (Red)	21	+1 to Damage per Chip	5		
Agility (Blue)	30	+1 to Hit per Chip	7		
Endurance (White)	26	-2 to Damage per Chip	5		
HANDEDNESS				Right Handed	

Preferred Gun: Colt Bisley .45 Cal (7.5" Barrel)



TYPE

Revolver

SA

DRAW SPEED MODIFIER

+1

RELOAD SPEED

10

AMMO TYPE

Cartridge

.45 Cal

d6+1

DAMAGE

OF SHOTS

6

of Shots 2nd Barrel

n/a

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-1	-2	-3	-4	-6	-8	-12	-16	-24
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-32	-40	-50										

Secondary Gun:

TYPE

DRAW SPEED MODIFIER

RELOAD SPEED

AMMO TYPE

DAMAGE

OF SHOTS

of Shots 2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500



"Nobody has ever done anything for me. Why should I do anything for anyone else?"

SCRAPE
CODE

SEX	Male	AGE	35	HGHT	69	WGHT	165	EYES	Brown	HAIR	Brown
HANDEDNESS	Right Handed	RACE	White			RELIGION	agnostic				
OCCUPATION	Undertaker			PLACE OF ORIGIN	Vermont, USA						

STR	16.97	▶	Damage Modifier	+3	LIFT	318	CARRY	118	DRAG	795	
INT	12.91	▶	Skill Learning Modifier	1	Accuracy Modifier	1					
WIS	13.79	▶	Skill Learning Modifier	2	Speed Modifier	1					
DEX	16.10	▶	Accuracy/To Hit Modifier	3	Speed Modifier	-2					
CON	13.43	▶	Hit Point Modifier	2							
LKS	8.80	▶	Rep Modifier	-2	Fame Modifier	-2	Charisma Modifier	-1			
CHA	5.20	▶	Skill Learning Modifier	-5	Rep Modifier	-5	Max# Companions	1			

FAME	0	REP	10
LITTLE KNOWN		LOW REPUTATION	

# of Gunfights	1
1	
SPEED	
Speed Modifiers	

# of Gunfights	4
4	
ACCURACY	
Accuracy Modifiers	

HIT POINTS		26 ▶
POINTS	LOCATION	DAYS TO HEAL
WOUNDS		

Scars:

Cash On Hand/Valuables:	
\$4500.00	
Fancy hat	
Fancy boots	

NOTES:	
Juror Personality:	Analytical

NOTABLE SKILLS

Chemistry	56%
Brewing: Beer	78%
Accounting	42%
Mathematics	73%
Reading Comp./Pen.: English	65%
Sneaking	35%

Listening 45%

Riding 70%

THUMBNAIL DESCRIPTION:

Thaddeus is a mean fellow with a chip on his shoulder. He believes the world owes him a living and that he's been cheated out of the life he feels he should have. He is nominally heading to Lazarus to buy a tavern, but he's actually fleeing Vermont because he doesn't want to face the consequences from shooting a man to death. Thaddeus shot the man for "dabbling" with a woman he had designs on - a woman who spurned him.

Those who know him call Thaddeus "Wormy" both for his previous profession (an undertaker) and because of his unpleasant personality. He might just shoot anyone who calls him that. He's told himself that nobody is going to mess with him again the way he believes people have messed with him in the past.

He avoids talking to people so as not to have to answer questions about himself. For the record, there's no price on his head yet. Nobody has yet figured out that he is a murderer.

TALENTS	
Deadly Shot	

QUIRKS	
Hothead	
Ornery	

[illegible]

BUILDING POINTS:		WANTED?:		REWARD	
-------------------------	--	-----------------	--	---------------	--

COMBAT SHEET



Thaddeus T. Jackson

SCRAPE CODE



of Gunfights 1

1 SPEED

Speed Modifiers

4 ACCURACY

Accuracy Modifiers

STR	16.97	Damage Modifier	+3
INT	12.91		
WIS	13.79		
DEX	16.10	"To Hit" Modifier	3
CON	13.43		
LKS	8.80		
CHA	5.20		

HIT POINTS			26
POINTS	LOCATION	DAYS TO HEAL	

NOTES:

BRAWLING CHIPS				MAXIMUM BET per ROUND	
		TOTAL CHIPS			
Damage (Red)	33	+1 to Damage per Chip	8		
Agility (Blue)	29	+1 to Hit per Chip	8		
Endurance (White)	27	-2 to Damage per Chip	6		
HANDEDNESS Right Handed					

Preferred Gun: Remington New Army



TYPE

Revolver

SA

DRAW SPEED MODIFIER

+2

RELOAD SPEED

100

AMMO TYPE

Cap & Ball

.36 Cal

d4+1

DAMAGE

OF SHOTS

6

of Shots 2nd Barrel

n/a

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	+4	+2	0	-2	-4	-6	-8	-12	-16	-24	-32	-40
250	300	350	400	450	500	600	700	800	900	1000	1250	1500
-50												

Secondary Gun:

TYPE

DRAW SPEED MODIFIER

RELOAD SPEED

AMMO TYPE

DAMAGE

OF SHOTS

of Shots 2nd Barrel

SHOTS FIRED

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500



"I never leave a job half finished."

SCRAPE
CODE

SEX	Male	AGE	45	HGHT	62	WGHT	350	EYES	Brown	HAIR	Brown
HANDEDNESS	Left Handed			RACE	White			RELIGION	Roman Catholic		
OCCUPATION	Carpenter					PLACE OF ORIGIN	New York City, USA				

STR	13.33	▶	Damage Modifier	+1	LIFT	225	CARRY	66	DRAG	563
INT	8.06	▶	Skill Learning Modifier	-2	Accuracy Modifier		-1			
WIS	11.81	▶	Skill Learning Modifier	0	Speed Modifier		2			
DEX	8.37	▶	Accuracy/To Hit Modifier	-1	Speed Modifier		4			
CON	10.63	▶	Hit Point Modifier	0						
LKS	8.48	▶	Rep Modifier	-2	Fame Modifier	-2	Charisma Modifier	-1		
CHA	14.80	▶	Skill Learning Modifier	3	Rep Modifier	3	Max# Companions	8		

FAME	0	REP	16
LITTLE KNOWN		LOW REPUTATION	

# of Gunfights	5
<div>6</div> <div>SPEED</div> <div>Speed Modifiers</div>	<div>0</div> <div>ACCURACY</div> <div>Accuracy Modifiers</div>

HIT POINTS		24 ▶
POINTS	LOCATION	DAYS TO HEAL
Scars:		Left Eye

Cash On Hand/Valuable Items

\$23.00

Deck of cards, marked

Smokes/makings

Whiskey flask

Cash On Hand/Valuables:
\$23.00
Deck of cards, marked
Smokes/makings
Whiskey flask

NOTES:	
Juror Personality:	Contemplative

Carpentry	91%
Fast Talking	43%
Idle Gossip	66%
Joke Telling	21%

Dee is a horrible carpenter with tons of excuses and little skill or work ethic. He's a likeable, friendly fellow who is so easygoing that he doesn't seem to notice when others are upset with him.

He is currently working on Swing Station Alexander and doing a terrible job. He'd rather sit back, tell a few jokes and eat a meal than work.

His charm has gotten him through life, in spite of his obvious quirks.

TALENTS	
Hold Your Liquor	

QUIRKS	
Lazy	
Absent-Minded	
Messy	
Ambivalent	

[illegible]

Listening	88%
Riding	80%

BUILDING POINTS:		WANTED?:		REWARD	
-------------------------	--	-----------------	--	---------------	--



"Don't be in such a hurry,
Mister. In the end we all end
up in the same place —
regardless of the pace we keep."

Jessup Tee Hayes

SCRAPE
CODE

SEX	Male	AGE	27	HGHT	66	WGHT	150	EYES	Blue	HAIR	Black
HANDEDNESS	Right Handed	RACE	White			RELIGION	Methodist				
OCCUPATION	Freight/Teamster			PLACE OF ORIGIN	Michigan, USA						

STR	13.04	▶	Damage Modifier	+1	LIFT	225	CARRY	66	DRAG	563
INT	9.63	▶	Skill Learning Modifier	-1	Accuracy Modifier	-1				
WIS	10.34	▶	Skill Learning Modifier	0	Speed Modifier	2				
DEX	10.80	▶	Accuracy/To Hit Modifier	0	Speed Modifier	2				
CON	13.48	▶	Hit Point Modifier	2						
LKS	10.14	▶	Rep Modifier	0	Fame Modifier	0	Charisma Modifier	0		
CHA	9.06	▶	Skill Learning Modifier	-1	Rep Modifier	-1	Max# Companions	3		

FAME	15	REP	53
LOCAL		AVERAGE REPUTATION	

# of Gunfights	2
5	0
SPEED	ACCURACY
Speed Modifiers	Accuracy Modifiers

HIT POINTS			24
POINTS	LOCATION	DAYS TO HEAL	

WOUNDS

Cash On Hand/Valuables:
\$8.00
Chewing tobacco
Comb
Deck of cards

NOTES:
Juror Personality: Contemplative

Scars:

NOTABLE SKILLS	
Driving	30%
Rope Use	48%
Artistic Ability: Piano	56%
Slaughter	62%
Bronc Busting	71%
Animal Herding: Cattle	55%
Listening	58%
Riding	40%

THUMBNAIL DESCRIPTION:

Jess (as he's called by his friends) is usually pretty laid back. He likes his job, except when he has to deal with passengers. He'd rather talk to horses and oxen. They're more agreeable in his opinion.

He's a good driver but definitely enjoys his time off, taking full advantage of it for a good game of cards, a roll of the dice, some whiskey and a couple of rousing drinking songs. He likes the ladies, but isn't particularly looking to settle down. A bit of company once in a while suits him just fine.

As a driver, he runs into trouble now and then but doesn't seem to let that bother him. He figures it's part of the job. He likes working in the great outdoors and having a regular paycheck so he can live a little. He know more curse words than a career sailor and isn't afraid to unload them on others if given an opportunity.

He takes his authority over his stage very seriously and will not hesitate to lay down the law - even if it means dumping a troublesome passenger and his luggage along the road and leaving them behind in the dust.

TALENTS	QUIRKS	FLAWS
Courage	High-Spirited	Colorblind
	Flannel Mouth	

BUILDING POINTS:	WANTED?:	REWARD
------------------	----------	--------

GROUPING
Swing Station Alexander
GROUPING II
FACTION
PROFESSION
Freight/Teamster

"God has a place for me, but it's up to me to find it. All I know is that it's not here."

SEX	Female	AGE	19	HGHT	62	WGHT	110	EYES	Brown	HAIR	Black
HANDEDNESS	Right Handed	RACE	Mexican			RELIGION	Roman Catholic				
OCCUPATION	none			PLACE OF ORIGIN	Mexico						

STR	12.76 ▶	Damage Modifier	+1	LIFT	220	CARRY	61	DRAG	550
INT	14.14 ▶	Skill Learning Modifier	3	Accuracy Modifier	1				
WIS	15.09 ▶	Skill Learning Modifier	4	Speed Modifier	0				
DEX	8.72 ▶	Accuracy/To Hit Modifier	-1	Speed Modifier	3				
CON	11.51 ▶	Hit Point Modifier	0						
LKS	6.67 ▶	Rep Modifier	-4	Fame Modifier	-4	Charisma Modifier	-2		
CHA	11.47 ▶	Skill Learning Modifier	0	Rep Modifier	0	Max# Companions	4		

FAME 0

LITTLE KNOWN

REP	22
AVERAGE REPUTATION	

# of Gunfights	0
----------------	---

7	
SPEED	
Speed Modifiers	

-2	
ACCURACY	
Accuracy Modifiers	

HIT POINTS		23 ▶
POINTS	LOCATION	DAYS TO HEAL
WOUNDS		

Scars:

Cash On Hand/Valuables: \$12.00 Bible Charm bracelet Purse/Bag

NOTES:

Juror Personality:	Analytical
---------------------------	------------

Cooking	23%
Idle Gossip	67%
Language: English	58%
Nursing	41%
Seamstress/Tailor	39%

Maria Garza is about as sweet and hardworking as they come. Her mother died a few years ago of smallpox. She never knew her father, but was told he was a soldier who possessed the same strong will she has.

Hard times hit her hometown and the hotel where she worked closed its doors. Maria answered an advertisement in the paper for a housekeeper in a well-to-do household in Muskegie. She was wired enough money for a stage ticket and meals and has set out on the adventure of her life.

The closer she gets to her destination, the more apprehensive she's become about working and living with a family she's never met. Something about her travel on the stage and the new vistas presented to her has made her wonder if other opportunities are being forever lost.

She has spent the money sent to her, however, and is now committed. She still holds out hope that life will offer her more than being a simple servant.

Guardian Angel

Cheapskate

Listening 68%

Riding	80%
---------------	------------

BUILDING POINTS:

WANTED?:

REWARD

~ A ROLE PLAYING GAME ~



SCRAPE
CODE

# of Gunfights	0
----------------	---

7	
SPEED	

-2	
ACCURACY	

Speed Modifiers

Accuracy Modifiers

STR	12.76	▶	Damage Modifier	+1
INT	14.14	▶		
WIS	15.09	▶		
DEX	8.72	▶	"To Hit" Modifier	-1
CON	11.51	▶		
LKS	6.67	▶		
CHA	11.47	▶		

[illegible]

A 3x10 grid of squares. The first two rows are complete, each containing 10 squares. The third row contains only the first three squares, with the last three squares missing.

NOTES:

 BRAWLING CHIPS		MAXIMUM BET per ROUND	
	TOTAL CHIPS		
Damage (Red)	25	+1 to Damage per Chip	6
Agility (Blue)	22	+1 to Hit per Chip	4
Endurance (White)	26	-2 to Damage per Chip	5

HANDEDNESS Right Handed

Preferred Gun:

TYPE

AMMO TYPE

DAMAGE

DRAW SPEED MODIFIER

RELOAD SPEED

SHOTS FIRED

OF SHOTS
of Shots
2nd Barrel

[illegible]

Secondary Gun:

--

TYPE**AMMO TYPE**

DAMAGE

DRAW SPEED MODIFIER

RELOAD SPEED

SHOTS FIRED

OF SHOTS
of Shots
2nd Barrel

▶▶

[illegible]